MIDDARA
BOUNTY PACK
CAVE SICKLE QUEEN
DIFFICULTY:
REWARD OFFERED

A Glimpse of Sentience

Linn slowed as she passed through an overgrown doorway, eyeing the silky purple slime coating the walls and floors. Patches and globs of the stuff clung to her tight leather armor, coming away in rough strands wherever she had to pry herself free. The danger was never in the creep itself, it was what might be feeling along those strands.

Only when she was certain of each connection could she draw the blade from her belt, slicing through the delicate web of sensor-fibers and gently setting it aside. She stepped gingerly through the hallway, ducking low and crawling along a particularly low section of the cavern. At least the passage of so many sickles had kept the space clear for her. She moved incredibly slowly, balancing on the balls of her feet and never making too much noise. Breath fogged against her eyes inside the mask she wore—but that mask was part of what kept her safe.

Where other explorers had ventured down here and never returned, Linn was clever. Sickles might seem weak on their own, but here in their hive their numbers would quickly become overwhelming. But she wasn't here to fight. Linn emerged from the other end of the tunnel, and was suddenly grateful for her mask. Even through its charcoal filters, she could detect hints of rot, enough to make her eyes water and to almost make her start coughing. She held her breath, suppressing the instinct like her life depended on it. It probably did.

The cavern she'd discovered was vast, the largest she'd seen so far. This one had only faint patches of purplish creep near the walls and ceilings—most of it was devoted to corpses.

There was a veritable mountain of them, mixed into dark soil like some homicidal farmer's crop. She made her slow way between two piles, and found that wasn't even quite wrong. A thick, waxy fungus grew from the soil, sinking deep roots into the mountain of the dead. It filled the room with a powerful yellow glow, enough to make the little glowstone she carried look like a candle in full daylight.

Should she be surprised the sickles could grow some of their own food? Ants could do it—but she doubted any mundane ants kept their crop in orderly rows like this. This is like someone saw a farm and tried to copy it, she realized. Right down to the hollow rock "bin" at the far end of the room, overflowing with strips of fungus.

She resisted the urge to sample some of it. Instead she removed the vial from around her belt, splashing a little of its contents on her armor. The sulfur-stink was almost as bad as the rot, but it was part of the reason she was alive.

Indeed, as she resumed her trek downward, the ground shook under her, and a lumbering Cave Sickle Defender passed her in the hallway. Its body was covered with glittering spines, eyes glowing with the yellow fungus all around them. Behind it were dozens of smaller sickles, mouth hanging open and tongue lolling out.

Its eyes didn't move as mammals did, so she couldn't be sure what it was doing. But it did slow as it passed, as though examining her more intently. But after a few terrible moments, the steps continued, and the sickle continued on. Linn bolted back into the "farm," peeking around the corner until the last of the sickles had vanished into the gloom. Finally she slipped out, forcing herself to keep a modest walking pace. If she moved too fast, she would attract too much notice, and her counterfeit pheromones wouldn't protect her.

But she was getting close, Linn could tell. First it was the discarded husks of broken eggs, gradually swallowed by the creep all around them. But these were eventually replaced with living, intact eggs. They glowed before her, faintly yellow just like the fungal nourishment that sustained this hive. She was careful to avoid even nudging them, let alone crushing any by mistake. She was too deep into the hive to escape now.

But she wasn't here for the eggs, and so she ignored the vast hatchery when it appeared on her left. Instead she huddled tight to a corner as another group of workers passed, pressing herself into the rock. A few feelers brushed along her back, but ultimately passed her by. She dared one last glimpse at her map, referencing the notes there with the strata of the cavern overhead. The same silvery, golden stripes—she was nearly there.

I'm gonna be rich, Linn thought, as she finally found what she was looking for. A door emerged from the cavern all around her, made of stone so ancient that geologic time had warped and covered it with limestone just like the rest of the cavern.

She removed a little metal chisel from her satchel, and began hammering away at the edges. She had no choice but to peel away the creep here, as she cut away rock to reveal metal beneath. There was a vault beyond, a vault so ancient that no human had ever laid eyes on the riches within. But now one would, and she would have them for herself.

Cave Sickles skittered and crept behind her. Workers passed with eggs in their claws, or vague bundles wrapped in purple silk. Some of them had a disturbingly human outline. But Linn could do nothing about that. She carved away at the rock until she unearthed the locking mechanism, a set of strange metal wheels she spun ever-so-carefully.

CONTINUED ▶

A Glimpse of Sentience continued

She referenced her notes, made more adjustments, and occasionally refreshed the clear slime that kept the sickles from noticing her. Here near the center of their hive, the air was thick enough she could almost swim through it. It fogged on her glasses, making each breath through her mask a struggle.

The lock clicked. The ground began to rumble, as ancient magic came abruptly to life. The cavern wall began to glow, stained purple by the webby creep. Her door lit up along the edges, then cracked evenly down the middle. Sheets of stone crumbled away, and the door finally swung open.

She wasn't the only one to notice, though. The sickles roared—dozens, hundreds, maybe thousands of them. Their calls echoed through the cavern, endless mouths that had sensed something wrong in the center of their hive. Linn didn't even think—she dumped the whole bottle over her head, soaking herself in the sickle pheromone.

Sickles emerged from every side. Tunnels above and below opened as well, filling the passage with workers. The stronger, slower variants wouldn't be far behind, lumbering their way through wider passages. How long did she have?

Linn dodged through the newly-opened door, into a cavity barely the size of a closet. The rusty-red stuff it was made from had kept back the wear of eons. But where was the wealth she had come for? A treasure of such unimaginable age, sheltered somewhere so dangerous, ought to be valuable beyond belief! She saw no gold, no gemstones, or glowing magic swords. The room was divided into a grid of shelves, each one with plain metal boxes just a little too big to be comfortably carried. Maybe the wealth was inside? Linn no longer had the luxury of time—she took one in her arms, grunting at the weight. She wouldn't be running anywhere particularly quickly while carrying this.

She crouched low in the entrance, waiting as the workers poured over the spot. She held the box before her, so the workers' claws would touch it instead of her. A few swarmed into the room around her, pressing and clawing at everything. Many banged into her, but their claws only touched the box, and her scent was apparently convincing. After only a few seconds, they left the room behind. The roar echoing through the hall outside faded into a dull rumble.

I can't wait in here forever, she realized. Those pheromones were volatile, boiling away from her skin by the second. As soon as the scent faded, the sickles would devour her. Finally she could wait no longer, and Linn peeked outside. She would probably have to dodge past one of the warrior-caste on her way out, but that wasn't the end of the world. She'd been past a few already.

Something else waited for her, a sickle so massive she could barely even identify it. It towered over a cavern teeming with sickles, its lower body swollen with hundreds of brightly-glowing eggs. Its eyes glowed just as brightly, or maybe that was its face. Mandibles dripping with venom clicked together, eager.

Linn did the same thing she had with every sickle that got too close—she froze rock still, barely even daring to breathe. Claws reached out, touching the metal box she carried, then her shoulders. Thick, purplish ooze dribbled down from mandibles that could rip out her throat, or crush her skull in an instant.

There was something watching in those eyes, something staring back she'd never seen from any sickle before. Claws reached down, pressing on the box she carried, while dodging deftly around her hands. The force became irresistible, and it dropped to the ground, banging loudly. Several sickles jumped and hissed, spinning to face the sound. But the towering behemoth didn't flinch.

It pressed one claw on the box, dragging it away from her. A worker approached, taking it in sharp claws, and carrying it away. Then the creature moved, backing away from the entrance. As it did, every sickle on the right side turned and skittered away, darting back up unseen tunnels, or burrowing back into the rock.

She did not stop to question the offer, or go for another box. Linn turned down the open path, and ran like her life depended on it. The sickles did not follow, or turn back from their tasks.

Linn emerged in the jungle, dripping with sweat and pheromones. She would not be rich after today. All Linn had brought with her was a memory of eyes, staring through her. What could it possibly want with the contents of an ancient vault?

She wouldn't stick around to find out. Linn turned her back on the hive, and set off as fast as her feet could carry her.

Continue to ***A Crack in the Earth*** Pg. 8

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Credits

Producer: Succubus Publishing

Game Design:
Clayton Helme, Brooklynn Lundberg, Brenna Moncur, Ian Tate, Pete Walsh

Graphic Design:
Stephanie Gustafsson, Brooklynn Lundberg, Katie Dillon

Cover Art: Hector Sevilla Lujan

Tile Art: Alex Hansen

Item Art:
Alex Hansen, Kenshjn Park, Steven Crowe

Character Art:
Paola Amormino, Alex Hansen, Hector Sevilla Lujan, Olivia Morris, Kenshjn Park, Benjamin Schulz

Rulebook:
Written by Brooklynn Lundberg

Companion App Sound:
Wes Otis, PlateMailGames, PrototypeRaptor, Forteller Games

3D Artists:
Paul Figgins, Rhett Mason, Jon Troy Nickel, Layna D Salazar, Jakub Szal

Companion App Programming:
Forteller Games

Editing and Proofreading:
Ian De'Oliviera, Sylvia Gillespie, Rachel Hamatake-Ashdown, Ashley Lundberg, and of course, all of our backers!

Writing and Storyboard:
Sylvia Gillespie, Sara N. Gardiner, Ashley Lundberg, Brooklynn Lundberg, Kristopher Miles

Playtesters:
Bryce Ashdown, Rachel Hamatake-Ashdown, Kyler Anderson, Kevin Bonnell, Ian De'Oliviera, Paul Figgins, Alex Hansen, Larry Hoffman, Davis Naff, Jeremy Nelson, Michael Nunley, Ian Scott, Shayne Smith, Jared Collins, Ian Tate, Patrick Whiting, Frank Zumpano

Community Contributors:
Maribel Cabrera, Ken Cunningham (kensuaga), Edith Everett, Thomas Millard, Casey Nordell, Lil Ruub, TheBigBadWolf

Bounties of Elenia: Intro

Introduction

Thank you for purchasing this Bounty Pack! Through the portal waits a unique adventure to overcome frightening foes and dangerous challenges you wouldn't otherwise encounter in Middara. Each Bounty Pack is a labor of love by our creative team, exploring aspects of our world and confronting adversaries that would otherwise escape the reach of the game. So grab your weapons, summon your espers, and let's dive into the world of Middara together!

What is a Bounty Pack?

Get ready to explore the dark and dangerous regions of Middara like never before! Our Bounty Packs are your chance to discover the terrifying ecology of some of the world's most monstrous creatures. These packs offer thrilling encounters that will push your skills and gear to the limit, all while unlocking new content and rewards for your adventure.

Bounty Packs can be used during any Story Round that allows for Bounties of the corresponding difficulty rating (expressed by a number of red skulls: 💀). They can also be inserted into your Crawl Mode adventure, or played directly using the quickstart rules contained in this book. For detailed Bounty Pack rules, see **PG. 13** of the Middara Rule Book.

Bounty Packs are designed to be difficult. Many of the monsters within a Bounty Pack are far more challenging than those you would encounter at the same difficulty rating in the base game. In Middara, every failure is a chance to learn and grow stronger. You'll still keep any rewards you earn (excluding Story Items) even if you fail a bounty.

How do I use a Bounty Pack?

First, add all "non-hidden" cards to their respective decks. Then set aside the Hidden Deck included in this product until you're told to reveal these cards. Hidden Cards from this product are marked as **BEXX** on their hidden card tabs.

While Bounty Packs include new content like Encounters, Items, Adventurers, Combatants, or Disciplines, they always require a specific Middara base game to play. They may also reference other products, if the encounters explore specific aspects of those adventure packs or expansions. To determine which products you need to own, refer to the "Required Content Box" printed on the product's packaging, or inside its Adventure Book.

New Rules:
Because bounties explore parts of our world that haven't been seen before in other products, there's a good chance each one will introduce new rules, tokens, or enemies. Those rules will always come before the bounty's encounters. A quick reference to new tokens and keywords is also included at the end of the bounty book.

Diagrams:
Often the encounter setup diagram will not contain everything needed to play through that encounter. As the adventurers explore, they may be required to reveal Diagrams that expand the play area, spawn new enemies, or react to their choices. These diagrams are printed in the back of the Bounty Book.

Hidden Cards:
Hidden Cards found within Bounty Packs are meant to be hidden until you are instructed to reveal them. If you restart a Bounty, all hidden cards from that bounty should be collected and re-hidden. This way, repeated attempts at a bounty can retain that authentic experience of discovery, without unnecessarily bloating your decks.

Required Content

Unintentional Malum Act 1 (Ver. 1.2)

To play this Bounty Pack, you'll need the base game above to provide tiles, tokens, and characters.

Bounty Packs can be played during any Adventure, but they are also thematically relegated to specific areas in the world. This means that some Bounties will make less thematic sense than encounters present in the base game.

For additional support, free content, audiobooks, and more, visit our website at **www.Middara.com**.

Included Components

- ❑ **1 Bounty Book**
- ❑ **38 Mini Cards (Mini American)**
  - 36 Hidden Cards
  - 2 Hidden Deck cover cards
- ❑ **31 Item Cards (Standard Euro)**
  - 29 Hidden Cards
  - 2 Hidden Deck cover cards
- ❑ **31 Large Cards (5x6 Unique Sized)**
  - 29 Hidden Cards
  - 2 Hidden Deck cover cards
- ❑ **7 Extra Large Cards (10x6 Unique Sized)**
  - 5 Hidden Cards
  - 2 Hidden Deck cover cards
- ❑ **8 Miniatures**
- ❑ **5 Colored Base Clips**
- ❑ **18 Standups**
- ❑ **70 Tokens**

Bounties of Elenia: New Rules

Call to Adventure

What if you don't have an ongoing game at the appropriate level for a new bounty? Or maybe you'd just like a fun way to introduce players to Middara? Whatever your reasons, you don't have to wait for the bounty to slot into an existing playthrough of Middara's Story Mode, or as part of an extended Crawl Mode campaign.

If you'd like to hop right in and play, you can with our Bounty Quick Start rules! Using these instructions, you can quickly assemble a party of the appropriate level to challenge a bounty pack.

Quick Start Rules

Normal Quick Start

- This Bounty is designed around using **4** Adventurers.
- Each Adventurer in the Party may spend **8 XP.**
- Each Adventurer may purchase **150** Gold worth of Mundane Items.
- The Party draws **1** random Unique Mundane Item, this may be purchased by any Adventurer.
- The party gets to draw **1** Combatant Loot card from the Monster Loot, Unique Item and Item look cards. If the Monster Loot card is drawn, shuffle the Monster Loot cards for Animate, Cave Sickle, Earth Loa, Gevaudan, and Water Loa to draw from.
- Any Items the Party Gain with the Material tag may be traded in for the normal benefits list on **PG. 28** of the Middara Rule Book.

Easy Quick Start

- This Bounty is designed around using **4** Adventurers.
- Each Adventurer in the Party may spend **13 XP**.
- Each Adventurer may purchase **225** Gold worth of Mundane and Common Items.
- The Party draws **1** random Unique Common Item, this may be purchased by any Adventurer. Draw **1** Random Unique Mundane Item, this item is free and may be equipped by an Adventurer.
- The party draws **2** Monster Loot cards. Shuffle the Monster Loot cards for the following Intelligent Combatants, Animate, Cave Sickle, Earth Loa, Gevaudan, and Water Loa.
- Any Items the Party Gain with the Material tag may be traded in for the normal benefits list on **PG. 28** of the Middara Rule Book.

New Rules and Ways to Play

New Tokens in this Product:

The rules for the new Tags, Terrain, Tokens can be found on the back pages of this Rule Book. See the ***Quick Reference*** rules on **Pg. 41.**

Alternate and/or Variation Tag Combatants

Any Combatant cards included in this Bounty with the **ALTERNATE** or **VARIATION** tags, ignore the rules for those tags on the first playthrough of this Bounty. Any attempts past the first follow the Alternate and Variation Rules as they are presented starting on **PG. 79** of the Middara Rule Book.

Alternate (X):

Combatants with the **ALTERNATE (X)** Tag follow the same rules as **ALTERNATE** Tag Combatants, the difference is how many of the ***Alternate Combatant*** you spawn. When checking for *Possible Spawns*, you only include **ALTERNATE (X)** Tag combatants if you are instucted to spawn at least **X** of the base combatant. If you draw an **ALTERNATE (X)** Tag Combatant (e.g. **ALTERNATE 2**). You will spawn **1** of the Alternate Combatant figure instead of **X** figures of the base combatant. After spawning all possible **ALTERNATE (X)** Tag combatants you still have more Base Combatants to spawn, continue the Possible Spawn process as normal.

Example: You are Instucted to spawn **3** *Caves Sickles* and from the possible spawns you draw the *Cave Sickle Defender* that has **ALTERNATE 2**. This means you can spawn **1** *Cave Sickle Defender* for every **2** *Cave Sickles* you are instructed to spawn. The result in this case is you spawn **1** *Cave Sickle Defender* and would then need to draw a different card from the Possible spawns, redrawing if you draw any with the **ALTERNATE (X)** Tag.

New Variant Rule

The following Variant rules are for **ALTERNATE** and **VARIATION** tag Combatants.

Organic Alternates and Variations:

When checking for *Possible Spawns*, if you would need to Spawn a new Combatant card, instead of shuffling all their corresponding **ALTERNATE** and **VARIATION** cards with their given ***Base Combatant*** cards, you will roll **2 WHITE** and consult the chart below.

- **4-7: VARIATION: X**
- **8-11: Base Combatant/Opposing Esper**
- **12-14: ALTERNATE: X**

If you rolled and got **VARIATION: X** or **ALTERNATE: X**, shuffle all the *Possible Spawns* with that tag related to the **Base Combatant/Opposing Esper** listed as **X**, draw one and Spawn figures following the rules for that tag. If you rolled and got **Base Combatant/Opposing Esper**, Spawn figures following the normal Spawning rules as if you didn't have ***Alternates*** or ***Variations*** for that **Base Combatant/Opposing Esper**.

If remaining Spawns are required, repeat this process as needed until all figures are Spawned.

If you don't have **ALTERNATE** Tag but do have **VARIATION** Tag cards for a base combatant or don't have **VARIATION** Tag cards but do have **ALTERNATE** Tag cards for a base combatant. There are 2 options you either use the chart as listed, which is simple but you will see those combatants less. Or if you roll and get **VARIATION: X** or **ALTERNATE: X** treat it as (**VARIATION: X** and **ALTERNATE: X**) less organic but you will see those combatants more often.

A Crack in the Earth:

The path to the Hive is unmistakable, affirmed by ochre muck smeared across your path. Beyond a weathered sign cautioning travelers, the earth is marred with primitive etchings –a warning or a map, you're unsure. The ground yawns open in ragged fissures, mouth-like, whispering of the labyrinthine caverns beneath. To the north, the ground shudders, and you squint at the earth's inexplicable motion. The tales of Cave Sickles burrowing like relentless worms echo in your mind. The labyrinth below offers many paths to the heart of the Hive. Your party stands ready, stocked and steeled for a journey through the underbelly of the earth with no promise of respite.

Setup

TILES
UM41, UM39, UM33, UM51, UM55
UM35, UM43, UM37, UM31, UM53

OBJECTIVES
1 x Red
1 x Blue

TOTEMS
1 x Blue
1 x Red
1 x Green
1 x Yellow
1 x Orange
1 x Purple

LOOT
1 x Yellow
1 x Red
1 x Green

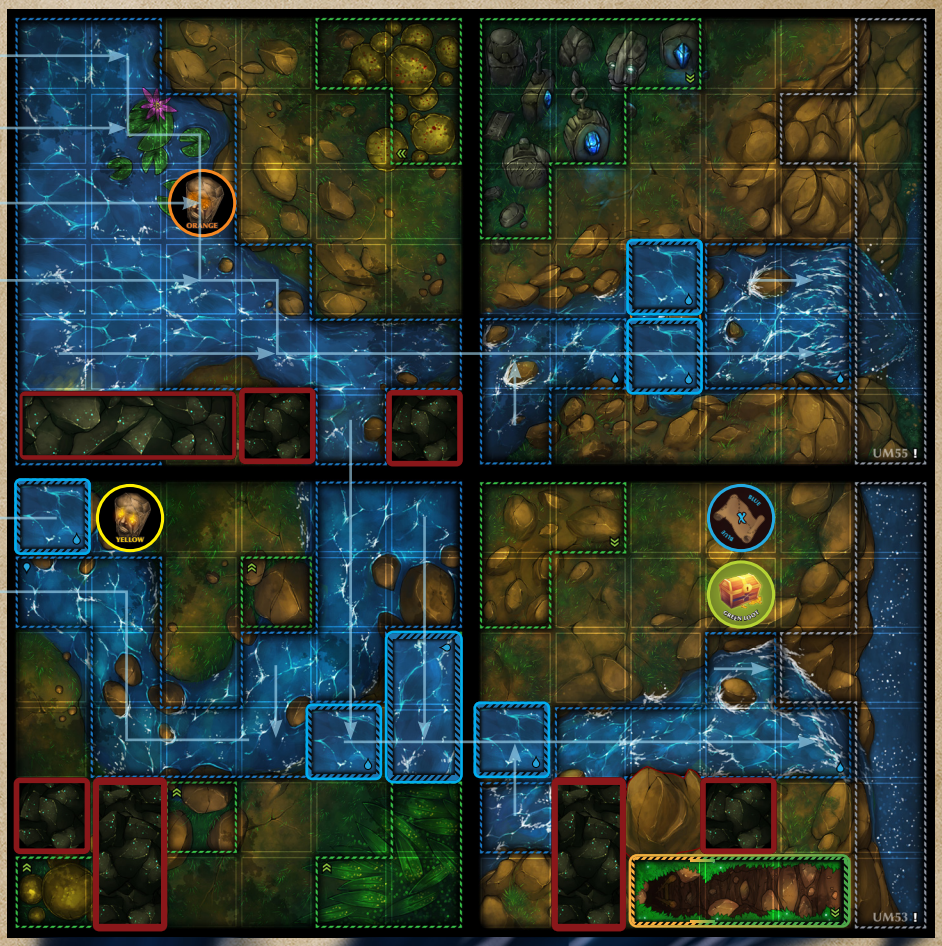
TERRAIN
2 x Obstructing (3x1)

CONTINUED ▶

Large Encounter Setup:

WILDERNESS

NORTH



TIP: Large Setups

Some Encounters are just too big to fit on a single page! In these cases, we'll mark the two as a contiguous setup. Meaning, these two setup diagrams are meant to represent a single board that is connected at the center from left to right.

Of course, we'll try not to blow your gaming table up too bad.

Setup cont.

Terrain cont.

7 x Obstructing (2x1)
7 x Obstructing (1x1)
4 x Dangerous (1x1)
1 x Waterfall (2x2)
1 x Cave Enterance (3x1)

Terrain cont.

1 x Bug Creep (2x1)
3 x Bug Creep (1x1)
1 x Water (2x2)
4 x Water (2x1)
5 x Water (1x1)

CONTINUED ▶

A Crack in the Earth continued

WILDERNESS

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the Blue Exit.

Reward:
[redacted]

ALTERNATE WIN CONDITION:
An Adventurer finds and ends their turn on the Red Exit.

Reward:
[redacted]

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

RAGING CURRENTS:
These Currents move figures and tokens **3** spaces. See ***Rulebook*** Pg. 22.

FRAGILE WALLS:
When an Adventurer is adjacent to an Obstructing Terrain token on tile **UM43**, as an Encounter Action they may make a **Strength 12** Check. If they pass, they may remove **1** space worth of adjacent Obstructing Terrain tokens. If the adjacent token is a **2x1** or larger Obstructing Terrain token, replace the Obstructing Terrain tokens so that only the designated adjacent space is no longer covered.

Loot LVL : MUNDANE

BLUE LOOT:
[redacted]

RED LOOT:
[redacted]

GREEN LOOT:
[redacted]

YELLOW LOOT:
[redacted]

Totems

PURPLE TOTEM:
[redacted]

BLUE TOTEM:
[redacted]

YELLOW TOTEM:
[redacted]

RED TOTEM:
[redacted]

ORANGE TOTEM:
[redacted]

GREEN TOTEM:
[redacted]

A:
[redacted]

B:
[redacted]

Objectives

BLUE OBJECTIVE:
When an Adventurer moves into **SOI** of this token, read the following hidden text:

[redacted]

CONTINUED ▶

RED OBJECTIVE:

When an Adventurer enters a space adjacent to this token, read the following hidden text:

A loud rumble and screech echoes from within the opening to the stone behind you. The ground rumbles and you scramble back to avoid a rock slide. Pebbles and stones fall from above the opening to the

The light of sunlight reveals the cavern in the surrounding area, causing them to shrink away. All Shadow and Undead within 3 of the token move up to 3 spaces away from the token.

Above you the rock that created the opening around Dorsey and Beatrix is full of holes like the whole side of the wall is going to collapse! Thinking quickly, you decide to either dive forward or retreat to clear the rubble. If you choose to dive, read A. If you decide to run while knowing that you could always break through the rubble later, read B. Alternatively, if you have a shield equipped or a melee Arms value of 4 or more, you may choose to brace against the falling rocks to reduce the wound and stun caused. If you choose this, read C.

A: You dive, hoping to reach the opening before the rubble. Make an **Agility** 12 Check. If you have no Arms or Claws or are not equipped with +2 to this roll.

Pass: You hit the ground on the other side and roll to your feet expertly. As the rocks crash just behind you, you grab the treasure mound and, hearing the creatures on the other side of the rubble, you run for the exit. Then, as Dorsey and Beatrix emerge through the opening, you notice that the rubble has sealed the entrance behind you. Dorsey and Beatrix are trapped on the other side of the rubble! You can't get back to them, but you can escape! Remove all Shadow and Undead tokens from the map. Then, place your figure on the nearest space directly south of it on LEVEL 1.

Fail: You aren't quite fast enough! The rocks slam into your back as you roll, taking 2 wounds. Dorsey and Beatrix are trapped on the other side of the rubble, but they're not the only ones! Remove all Shadow and Undead tokens from the map. Then, place your figure on the nearest space directly south of it on LEVEL 1.

B: You roll to dive to safety, but you decide that saving a bunch of fellow adventurers would be a good idea. As the rocks crash and tumble, there is a moment in which you have to choose to either dive to safety or run back to help your friends. If you choose to dive, read A. If you choose to run back to help, read C.

C: You race back into the cave, but you aren't quick enough. You're pinned by the rubble! Make a **Strength** 12 Check. For each of the required successes you don't pass, you take 1 wound. If you have 4 or more Arms or Claws, you may add +2 to this roll. If you have 3 or more Arms or Claws, you may add +1 to this roll.

Pass: The rocks slam into the ground around you, but you're able to stay on your feet. You're trapped on the other side of the rubble, but you're not! Remove all Shadow and Undead tokens from the map. Then, place your figure on the nearest space directly south of it on LEVEL 1.

Fail: You're knocked to the ground by the rubble. You're trapped on the other side of the rubble, but you're not! Remove all Shadow and Undead tokens from the map. Then, place your figure on the nearest space directly south of it on LEVEL 1.

Sickle Spelunking

Opting for the most direct route into the Hive, you plunge into a labyrinth of constricting passages and warped catacombs. The path resembles an ant nest, a tangled skein of twists and turns, a natural maze sculpted from sheer instinct. The cave greets you with a pungent, earthy aroma that permeates the air. The walls weep with a cold, clammy dampness, a moist reminder of the living earth around you. To the south, irregular mounds of soil catch your eye. With your growing understanding of this subterranean world, you recognize these as likely Burrowing Cave Sickles, slumbering in silent vigil over the Hive.

Setup

TILES
UM19, UM7, UM11
UM15, UM1, UM9

TERRAIN
3 x Obstructing (2x1)
1 x Dangerous (2x1)

TOTEMS
1 x Blue
1 x Green
1x Yellow

FIGURES
6 x Cave Sickle (burrowed)
(Burrowing Variation)

OBJECTIVES
1 x Blue

LOOT
1 x Blue
1 x Green
1x Red

CONTINUED ▶

Sickle Spelunking continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the Blue Exit.

Reward:
[redacted]

ALTERNATE WIN CONDITION:
An Adventurer finds and ends their turn on the Red Exit.

Reward:
[redacted]

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

THEY'RE EVERYWHERE:
All Sickle type combatants ignore the effects of Dangerous Terrain while moving. If they end their movement on Dangerous Terrain they are Defeated as normal.

EVEN UNDERGROUND:
Read if you did not encounter the Green Totem in A Crack in the Earth.
[redacted]

Loot LVL : MUNDANE

BLUE LOOT:
[redacted]

RED LOOT:
[redacted]

GREEN LOOT:
[redacted]

YELLOW LOOT:
[redacted]

Objectives

YELLOW OBJECTIVE:
Read as soon as any Adventurer moves onto this space.
[redacted]

BLUE OBJECTIVE:
Read as soon as any Adventurer moves onto this space.
[redacted]

RED OBJECTIVE:
Read as soon as any Adventurer moves onto this space.
[redacted]

GREEN OBJECTIVE:
Read as soon as any Adventurer moves onto this space.
[redacted]

Totems

BLUE TOTEM:
[redacted]

YELLOW TOTEM:
[redacted]

GREEN TOTEM:
[redacted]

RED TOTEM:
[redacted]

Damp Depths

Choosing the waterfall's veil as your cover, you opt to evade head-on confrontation. As you traverse the cascading water, a cliff reveals itself, offering a clandestine view into the cave's depths. To the west, the ceaseless flow of water has birthed a secluded reservoir within the cave, its crystalline waters painted an emerald green. A triad of Burrowing Cave Sickles circle the pool, their presence a stark contrast to the tranquil scene. The skeletal remains of an ill-fated adventurer rest beside the pool, a chilling reminder of the danger all around you.

Setup

TILES
UM21, UM19, UM13, UM51

TERRAIN
1 x Obstructing (3x1)
1 x Obstructing (2x1)
1 x Obstructing (1x1)

TOTEMS
1 x Blue

LOOT
1x Red

FIGURES
3 x Cave Sickle (burrowed)
(Burrowing Variation)

CONTINUED ▶

Damp Depths continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the Red Exit.

Reward:
[redacted]
Continue to the Waterway

ALTERNATE WIN CONDITION:
An Adventurer finds and ends their turn on the Blue Exit.

Reward:
[redacted]
Continue to the Darkway

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

EVEN UNDERGROUND:
Read if you did not encounter the Green Totem in A Crack in the Earth.

[redacted]

Totems

BLUE TOTEM:

[redacted]

GREEN TOTEM:

[redacted]

[redacted]

Loot LVL : MUNDANE

YELLOW LOOT:

[redacted]

RED LOOT:

[redacted]

GREEN LOOT:

[redacted]

Objectives

RED OBJECTIVE:
Read as soon as any Adventurer moves onto this space.

[redacted]

The Darkway

Emerging from the tumultuous waterslide, you find yourself deposited atop a mountain of bug creep. The surrounding area exudes an oppressive darkness and carries the stale tang of decay. Suddenly, an ethereal display of multicolored lights interrupts the gloom, casting dancing shadows over cavern walls. Your descent through the bug creep slide has roused a Fragor nest, and their luminous displeasure suggests you're not welcome guests!

Setup

TILES
UM19, UM21, UM15

OBJECTIVES
1 x Red
1 x Blue

TERRAIN
1 x Bug Creep (3x1)
2 x Bug Creep (1x1)

FIGURES
3 x Cave Sickle (burrowed)
(Burrowing Variation)
3 x Fragor (*Common*)

CONTINUED ▶

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the Blue Exit.

Reward:

ALTERNATE WIN CONDITION:
An Adventurer finds and ends their turn on the Red Exit.

Reward:

LOSE CONDITION:
All Adventurers are Defeated.

Reward:

Continue to the current ***Story Round***

Special Encounter Rules

STRONG FRAGORS:
The Fragors spawned in this encounter are Common Loot Level Combatants.

MOUTHBREATHERS:
When setting up this Encounter and at the start of each round, after dealing the Initiative cards, move the Fragors **1** space forward on the Initiative Track.

Loot LVL : MUNDANE

BLUE LOOT:

A:

B:

YELLOW LOOT:

RED LOOT:

Objectives

BLUE OBJECTIVE:
Read as soon as any Adventurer moves adjacent to this space.

RED OBJECTIVE:
Read as soon as any Adventurer moves onto this space.

GREEN OBJECTIVE:
Only read the following hidden text if instructed.

Totems

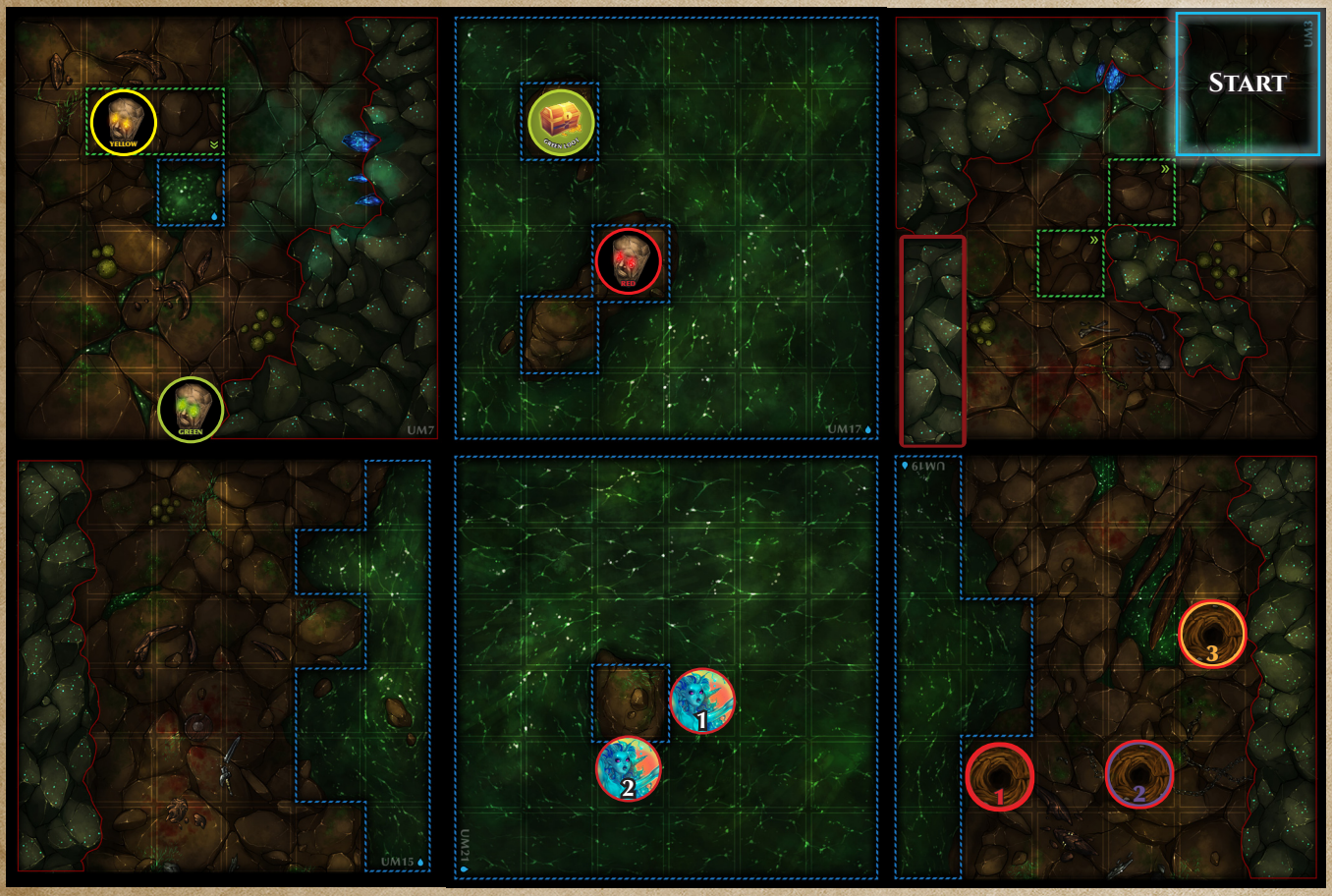
BLUE TOTEM:

YELLOW TOTEM:

The Waterway

After following the water's course deeper into the hive's heart, you find yourself in an expansive chamber, dominated by a gargantuan spring. To the south, the now-familiar forms of Burrowing Cave Sickles alert you to potential danger. Off to the west, a pair of Water Loas lounge languidly by a monolithic stone, their tranquility belying the undercurrent of danger. Further on, a path beckons you deeper into the cave. Peculiar sounds echo from beyond, a siren's call to exploration and potential danger.

NORTH



Setup

TILES
UM7, UM17, UM3
UM15, UM 21, UM19

TERRAIN
1 x Obstructing (3x1)

TOTEM
1 x Yellow
1 x Green
1x Red

LOOT
1 x Green

FIGURES
3 x Cave Sickle (burrowed)
(Burrowing Variation)
2 x Water Loa

CONTINUED ▶

The Waterway continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the Blue Exit.

Reward:
[redacted]
Continue to the current ***Story Round***

ALTERNATE WIN CONDITION:
An Adventurer finds and ends their turn on the Red Exit.

Reward:
[redacted]
Continue to the next ***Story Round***

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Loot LVL : MUNDANE

BLUE LOOT:

[redacted]

A:
[redacted]

B:
[redacted]

GREEN LOOT:
[redacted]

YELLOW LOOT:
[redacted]

RED LOOT:
[redacted]

Objectives

GREEN OBJECTIVE:
Only read the following hidden text if instructed.

[redacted]

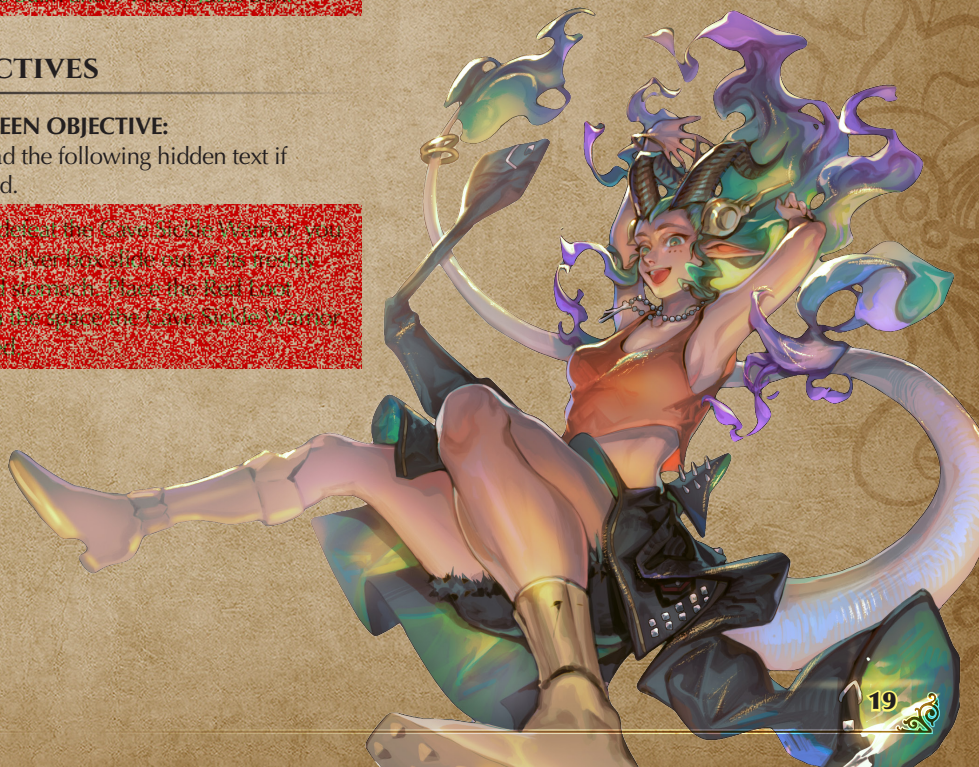
Totems

RED TOTEM:
[redacted]

GREEN TOTEM:
[redacted]

YELLOW TOTEM:
[redacted]

BLUE TOTEM:
[redacted]



Painful Plunge

Departing the southern gateway of the hatchery, you're met with a diverging path. To the left, a precipitous decline promises a swift but perilous journey. The right fork offers a broader, safer passage, though a carpet of bug creep mars its inviting contours. A choice looms before you—direct yet dangerous, or secure but filled with potential unseen threats?

Setup

TILES
UM13, UM5,
UM3, UM7

TERRAIN
10 x Bug Creep (1x1)
5 x Bug Creep (2x1)
3 x Bug Creep (3x1)
4 x Bug Creep (2x2)

LOOT
1 x Green
1 x Red

FIGURES
1 x Cave Sickle Defender

SICKLE EGGS
3 x Pink
3 x Yellow
3 x Blue
1 x Unusual

CONTINUED ▶

Painful Plunge continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the Blue Exit.

Reward:
None
Continue to the current ***Story Round***

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
Restore Adventurers
Continue to the current ***Story Round***

Special Encounter Rules

BLUE STARTING AREA:
Only read the following hidden text if you passed or did not encounter the **Red Objective** in **A Crack In The Earth** pg 13.

You take the path to the left, seeing nothing but the same dark tunnel. You turn around to head back to the entrance, but you see the tunnel behind you has collapsed. You're left with only one path forward. Deeper into the earth. Deeper into the unknown. Deeper into the Sickle Queen's lair. Deeper into danger. Deeper into the Sickle Queen's lair with only a single Sickle Egg to show for your efforts

Skittering Cacophony

Your journey culminates here: the pulsating heart of the hive, the Cave Sickle Queen's sanctum. A sea of creep and clusters of eggs occupy the lair, but the Sickles are conspicuously absent. As you tread onto the creep, a bone-chilling shriek splits the silence—a call to arms! In a cascade of movement, Sickles pour into the chamber from all directions, materializing from the ground, descending from the ceiling, flooding from the corridors. This is it, the Sickles' last stand!

Setup

TILES
UM7, UM3,
UM9, UM11

FIGURES
2 x Cave Sickle Defender
2 x Cave Sickle Warrior
6 x Cave Sickle

TERRAIN
7 x Bug Creep (1x1)
6 x Bug Creep (2x1)
6 x Bug Creep (3x1)
4 x Bug Creep (2x2)

SICKLE EGGS
3 x Pink
3 x Yellow
3 x Blue

CONTINUED ▶

Skittering Cacophony continued

End Conditions

WIN CONDITION:
The Cave Sickle Queen is Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

PREPARED FOR THE WORST:

During the first round after dealing Initiative cards, move all the Adventurers Initiative cards to the front of the Initiative Track keeping the order they were dealt in. Then each round after the first, move each adventurers Initiative card **1** space forward on the Initiative Track starting from the front of the Initiative Track.

EXTERMINATOR:
Only read the following hidden text if instructed.

[redacted]

SICKLE RUSH:
At the start of the second round and each round after, before shuffling and dealing Initiative cards, roll the Black ⬢.

- If 4 or 4 are rolled, Spawn up to **2** *Cave Sickle Defenders*.
- If a 💀 is rolled, Spawn **1** *Cave Sickle Warrior*.
- If any other combination of symbols are rolled, Spawn up to **3** *Cave Sickles*.

When spawning figures in this way they are placed on an unoccupied non-Dangerous Terrain space on the edge of the board nearest to an Adventurer.

SUNNY SIDE UP:

- At the start of a round before shuffling the Initiative track, If there are less than **6** *Sickling* Combatants on the board, check to see if the *Sickle Eggs* on the board **Hatch**. Roll the **BLACK** ⬢. If the result is 💀, starting with Sickle Eggs nearest to adventurers, flip and resolve the listed ability on a *Sickle Eggs* until **3** *Sickle Eggs* have been flipped or there are **9** *Sickling* Combatants on the board whichever happens first. Spawn any Combatants on or adjacent to the space the token occupied.
- If there are less than **6** *Sickling* Combatants on the board, and a *Sickle Egg* is the target of an Attack or Spell and not Defeated, flip and resolve the listed ability on a *Sickle Egg*. Spawn any Combatants on or adjacent to the space the token occupied.

AND THEY'RE PSIONIC?:
Reveal **Small and Large Hidden cards CQ09** Gain access to *Psionic Sicklings*.

ENOUGH IS ENOUGH:
Only read the following hidden text if either there are no eggs left on the board or you have defeated **2** *Cave Sickle Warriors* and **2** *Cave Sickle Defenders*.

[redacted]

A:

B:

Loot LVL : MUNDANE

NONE

Objectives

GREEN OBJECTIVE:
Only read the following hidden text if if the Cave Sickle Queen is Defeated.

[redacted]

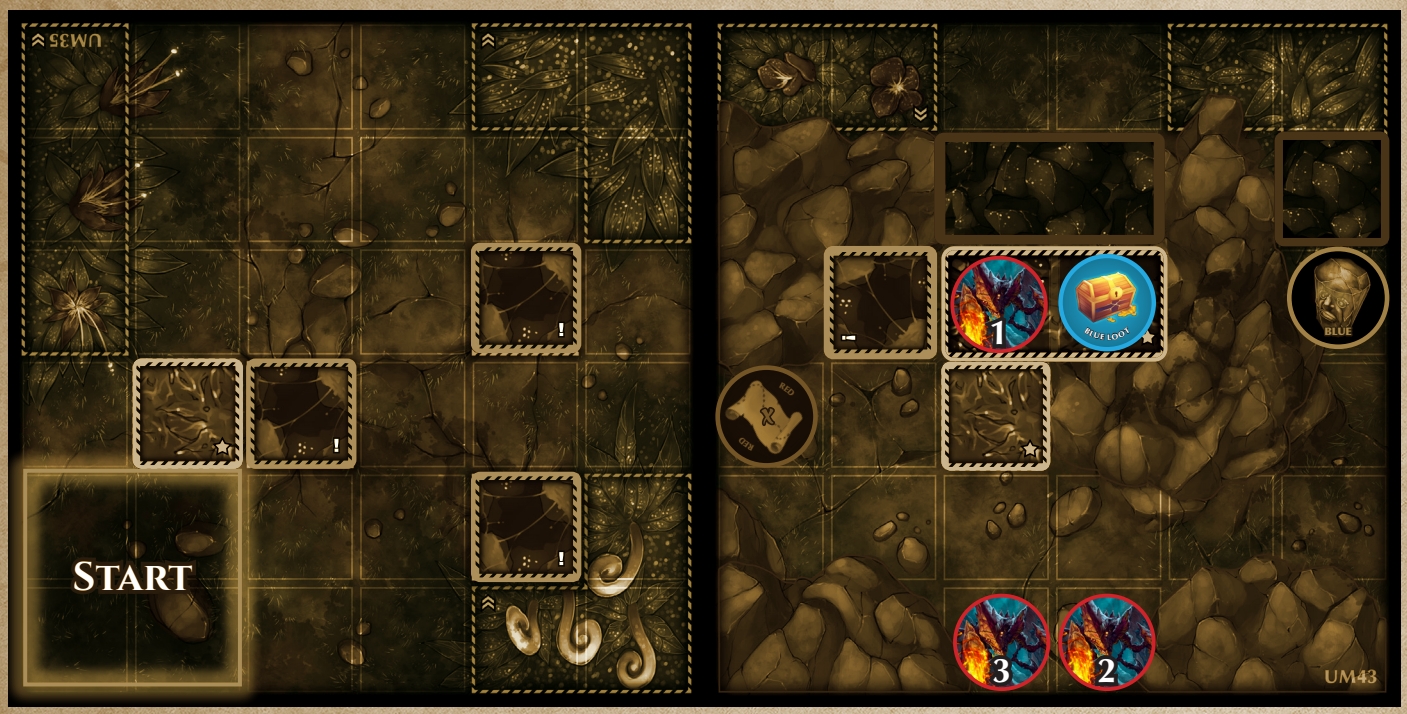
A:

B:

RED OBJECTIVE:
Only read the following hidden text if you have defeated a Cave Sickle Warrior.

[redacted]

Diagram 1



Setup

FIGURES
3 x Cave Sickles

LOOT
1 x Blue

Diagram 2

Setup

TILES
UM3, UM5, UM11

TOTEM
1 x Blue
1 x Yellow

FIGURES
3 x Cave Sickles
1x Cave Sickle Warrior

TERRAIN
2 x Passage (1x1)
1 x Obstructing (1x3)

Diagram 3

Setup

TERRAIN
1 x Passage (2x1)
1 x Passage (1x1)

OBJECTIVES
1x Red

Diagram 4

Setup

TERRAIN
3 x Dangerous (1x1)

FIGURES
9 x Cave Sickle

EXITS
1 x Red

Diagram 5

Setup

TILE
UM3

TOTEM
1x Red

OBJECTIVES
1x Green

Diagram 6

UM35

Setup

FIGURES

3 x Cave Sickles
3 x Cave Sickles (burrowed)
(Burrowing Variation)

UM43

TIP: Burrowed Figures

Don't forget to read the rules for figures that Burrow! You can find the rules for Burrow in the back of the Middara Rule Book.

Special Encounter Rules

FAMILAR FORMS IN THE DIRT:

There was no doubt in your mind, the sound of loose dirt and rocks would likely mean burrowing Cave Sickles.

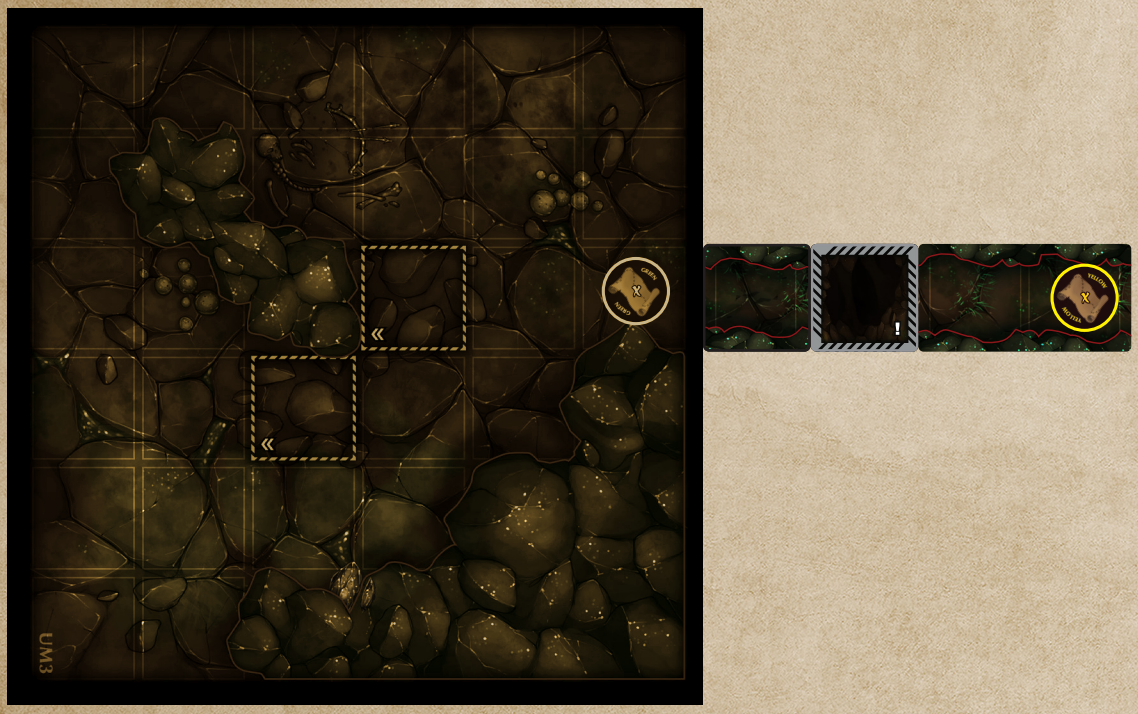
Reveal **Medium and Large Hidden Cards CQ02**. Gain Acces to the Monster Loot and Combatants revealed. Cave Sickles **4**, **5**, and **6,** as depicted above, use the Cave Sickle Burrowing Variation Intelligent combatant card. You'd heard about a burrowing variation of Cave Sickles that were known for their strange hissing noises. You cautiously sneak up and around the corner of the tree for a better look. As you round the corner, you see something moving in the dirt. Just as you suspected. Some of the Cave Sickles were beneath the ground. Two other Cave Sickles meander nearby, poking at a rock causing it to tumble about in the dirt. Beyond them, a third drinks from a pond. They haven't noticed you yet. If you got closer, you could kill the two nearest before the others would notice.

Choose one of the following:

A) Make an Agility 10 Check to attempt to assasinate the closest two silently: End your current Action and Ability, then place your figure adjacent to both Cave Sickles **1** and **3**. If you succeed, defeat both opponents. If you fail, end your turn.

B) Take them by suprise in a brutal fashion: Gain **1 SP** and Move all Cave Sickle Initiative cards down the track by 1 starting at the back, **THEN:** continue your turn as normal.

Diagram 7



Setup

TERRAIN
1x Passage (2x1)
1x Passage (1x1)
1x Dangerous (1x1)

OBJECTIVES
1x Yellow

Diagram 8

Setup

TERRAIN
1 x Bug Creep (3x1)
1 x Bug Creep (2x1)
1 x Bug Creep (1x1)
1 x Bug Creep (2x2)
1 x Passage (2x1)

LOOT
1 x Blue

SICKLE EGGS
1 x Pink
2 x Yellow

EXITS
1 x Red

FIGURES
1 x Cave Sickle
1 x Cave Sickle Defender

Special Encounter Rules

SUNNY SIDE UP:

• At the start of a round before shuffling the Initiative track, If there are less than **6** *Sickling* Combatants on the board, check to see if the *Sickle Eggs* on the board **Hatch**. Roll the **BLACK** . If the result is , starting with Sickle Eggs nearest to adventurers, flip and resolve the listed ability on a *Sickle Eggs* until **3** *Sickle Eggs* have been flipped or there are **9** *Sickling* Combatants on the board whichever happens first. Spawn any Combatants on or adjacent to the space the token occupied.

• If there are less than **6** *Sickling* Combatants on the board, and a *Sickle Egg* is the target of an Attack or Spell and not Defeated, flip and resolve the listed ability on a *Sickle Egg*. Spawn any Combatants on or adjacent to the space the token occupied.

Reveal **Large and Small Hidden Cards CQ06**.

Diagram 9

Setup

TILES
UM5

EXITS
1 x Red

LOOT
1 x Yellow

TERRAIN
2 x Bug Creep (2x2)
1 x Bug Creep (3x1)
2 x Bug Creep (1x1)
1 x Dangerous (2x2)

FIGURES
4 x Cave Sickles
(Burrowing Variation)

Special Encounter Rules

WET AND WILD: You look over the edge of the chasm, it could be a direct way to the center of the hive. The sides of the hole have layers of creep all over them, so jumping down should be safe, kinda like a waterslide back on Earth.

Diagram 10

UM35 **UM43**

Setup

FIGURES
3 x Cave Sickles
3 x Cave Sickles (burrowed)
(Burrowing Variation)

TIP: Burrowed Figures
Don't forget to read the rules for figures that Burrow! You can find the rules for Burrow in the back of the Middara Rule Book.

Special Encounter Rules

SOMETHING MOVING IN THE DIRT: You pause. Rubbing your eyes in disbelief, there are two seemingly ordinary Cave Sickles poking at a rock causing it to tumble about in the dirt and a third drinking from a pond. But, besides those three monsters, you aren't sure what you're looking at. Three mounds of dirt seemingly moving beneath the grass with a mind and life of their own.

Reveal **Medium and Large Hidden Cards CQ02**. Gain Acces to the Monster Loot and Combatants revealed. Cave Sickles **4**, **5**, and **6**, as depicted above, use the Cave Sickle Burrowing Variation Intelligent combatant card.

Diagram 11

Setup

TILES
UM5

TERRAIN
1 x Bug Creep (3x1)
1 x Bug Creep (2x1)

TOTEMS
1 x Blue

FIGURES
3 x Cave Sickles (burrowed)
(Burrowing Variation)
1x Cave Sickle Warrior

Diagram 12

Setup

TERRAIN
1 x Bug Creep (3x1)
2 x Bug Creep (1x1)
1 x Bug Creep (2x1)
1 x Bug Creep (2x2)
1 x Passage (2x1)

LOOT
1 x Yellow

SICKLE EGGS
2 x Pink
1 x Yellow

EXITS
1 x Blue

FIGURES
1 x Cave Sickle
1 x Cave Sickle Defender

Special Encounter Rules

SUNNY SIDE UP:

• At the start of a round before shuffling the Initiative track, If there are less than **6** *Sickling* Combatants on the board, check to see if the *Sickle Eggs* on the board **Hatch**. Roll the **BLACK** ⬛. If the result is 💀, starting with Sickle Eggs nearest to adventurers, flip and resolve the listed ability on a *Sickle Eggs* until **3** *Sickle Eggs* have been flipped or there are **9** *Sickling* Combatants on the board whichever happens first. Spawn any Combatants on or adjacent to the space the token occupied.

• If there are less than **6** *Sickling* Combatants on the board, and a *Sickle Egg* is the target of an Attack or Spell and not Defeated, flip and resolve the listed ability on a *Sickle Egg*. Spawn any Combatants on or adjacent to the space the token occupied.

Reveal **Large and Small Hidden Cards CQ06**.

Diagram 13

Setup

TERRAIN
2 x Bug Creep (3x1)
2 x Bug Creep (2x1)
3 x Bug Creep (1x1)
1 x Bug Creep (2x2)
1 x Passage (2x1)

LOOT
1 x Yellow

SICKLE EGGS
2 x Pink
1 x Yellow

FIGURES
1 x Cave Sickle Defender

EXITS
1 x Blue

Special Encounter Rules

SUNNY SIDE UP:

• At the start of a round before shuffling the Initiative track, If there are less than **6** *Sickling* Combatants on the board, check to see if the *Sickle Eggs* on the board **Hatch**. Roll the **BLACK** ⬢. If the result is 💀, starting with Sickle Eggs nearest to adventurers, flip and resolve the listed ability on a *Sickle Eggs* until **3** *Sickle Eggs* have been flipped or there are **9** *Sickling* Combatants on the board whichever happens first. Spawn any Combatants on or adjacent to the space the token occupied.

• If there are less than **6** *Sickling* Combatants on the board, and a *Sickle Egg* is the target of an Attack or Spell and not Defeated, flip and resolve the listed ability on a *Sickle Egg*. Spawn any Combatants on or adjacent to the space the token occupied.

Reveal **Large and Small Hidden Cards CQ06**.

Diagram 14

Setup

TILES
UM5, UM15

TERRAIN
1 x Obstructing (3x1)
1 x Obstructing (1x1)
1 x Bug Creep (2x1)
2 x Bug Creep (1x1)

LOOT
1 x Green

OBJECTIVES
1 x Red

EXITS
1 x Red

FIGURES
3 x Cave Sickle
1 x Cave Sickle Warrior

Diagram 15

Setup

TERRAIN
2 x Bug Creep (3x1)
2 x Bug Creep (2x1)
3 x Bug Creep (1x1)
1 x Bug Creep (2x2)
1 x Passage (2x1)

LOOT
1 x Blue

SICKLE EGGS
1 x Pink
2 x Yellow

EXITS
1 x Red

FIGURES
1 x Cave Sickle Defender

Special Encounter Rules

SUNNY SIDE UP:

• At the start of a round before shuffling the Initiative track, If there are less than **6** *Sickling* Combatants on the board, check to see if the *Sickle Eggs* on the board **Hatch**. Roll the **BLACK** ⬢. If the result is 💀, flip and resolve the listed ability on a *Sickle Egg* that is nearest to the adventurers. Flip and resolve until **3** *Sickle Eggs* have been flipped or there are **9** *Sickling* Combatants on the board whichever happens first. Spawn any Combatants on or adjacent to the space the token occupied.

• If there are less than **6** *Sickling* Combatants on the board, and a *Sickle Egg* is the target of an Attack or Spell and not Defeated, flip and resolve the listed ability on a *Sickle Egg*. Spawn any Combatants on or adjacent to the space the token occupied.

Diagram 16

Setup

TILES
UM5

TERRAIN
2 x Bug Creep (2x1)
3 x Bug Creep (1x1)

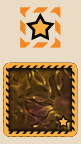
FIGURES
1 x Cave Sickle Queen
3 x Cave Sickle

Quick Reference

New Combatant and Encounter Tokens

NAME	TOKEN	EFFECT
Latched		*Latched* Combatant tokens are added to figures as *Ability* tokens by a variety of opposing figures. This token thematically represents a figure who is physically attached to another Combatant. And is a reminder for the ability below • A figure with a *Latched* token on their card may not **DODGE**. Additionally, they must reduce their Adventurer or Combatant card's printed by half. When a figure uses an ability that instructs them to **LATCH** onto a target, remove their figure from the board and place it on the target in addition to the *Latched* token. They are now referred to as the *Latched* figure**.** *Latched* figures still count as being undefeated and on the board. They are considered to be occupying the same space as the target they are *Latched* to. However, the only AI Step considered true are AI Steps that ask "***Are they Latched onto an opponent?***". *Latched* figures may still be targeted with Attacks and Spells. If the *Latched* figure is the target of an Attack their Defense is the the higher of theirs or the figure they are *Latched* on to. If the *Latched* figure is the target of a Spell so is the figure they are *Latched* on to, this means both figure must make a Conviction Check against the spell, even if the spell normally only targets a single figure. *Latched* tokens are removed under one of the following circumstances: • As an Encounter Action a figure with a *Latched* token may make a **STRENGTH 10** check to remove the token. If they do, the token is discarded. Then, place the corresponding *Latched* figure on any empty space within **4** spaces of this figure as if you used **PUSH 4**. • When a *Latched* figure is defeated, remove the *Latched* figure and discard the *Latched* token. • *Latched* figures and *Latched* token are removed when instructed to **Refresh** or **Restore**.
Sickle Egg		*Sickle Egg* combatant tokens are put into play via Encounter Diagrams. They are also put into play by the *Cave Sickle Queen* Combatant. A *Sickle Egg* counts as a figure with **8** Defense, Conviction of **2 PURPLE** and **IMMUNITY**: **EFFECTS**. A *Sickle Egg* is defeated by any Attack or Spell that deals **4** or more Damage in a single Action. They can't use Standard Actions or Abilities and can't be moved by any ability. *Sickle Type* Combatants can move through and occupy the same space as *Sickle eggs*, while a *Sickle Type* Combatant is in the same space as a *Sickle Egg* the *Sickle Egg* can't be targeted. If a *Sickle Type* Combatant is on the board, the *Sickle Eggs* Conviction Dice and Defense are equal to the highest printed value on the *Sickle Type* Combatant cards on the board. At the start of a round before shuffling the Initiative track, If there are less than **6** *Sickling* Combatants on the board, check to see if the *Sickle Eggs* on the board **Hatch**. Roll the **BLACK** . If the result is , starting with Sickle Eggs nearest to adventurers, flip and resolve the listed ability on a *Sickle Eggs* until **3** *Sickle Eggs* have been flipped or there are **9** *Sickling* Combatants on the board whichever happens first. Spawn any Combatants on or adjacent to the space the token occupied. • If there are less than **6** *Sickling* Combatants on the board, and a *Sickle Egg* is the target of an Attack or Spell and not Defeated, flip and resolve the listed ability on a *Sickle Egg*. Spawn any Combatants on or adjacent to the space the token occupied. *Sickle Eggs* do not drop Combatant loot.
Unusual Sickle Egg		*Unsusual Sickle Egg* is an Encounter token and will only be put into play via Encounter Diagrams. the rules for interacting with it are explained in the Encounters it is used in.

New Terrain Types

SYMBOL	EFFECT/DESCRIPTION
	This **Special** Terrain is only found within Encounters Setups included in this Bounty. However, this **Special** Terrain may be placed by certain Combatants. Since many of these Combatants have special rules that will allow them to spawn outside of this Bounty, Bug Creep can be placed in any encounters within ***Unintentional Malum***. **BUG CREEP:** While on Bug Creep, all *Sickle Type* and *Insect Type* Combatants Gain **+1** and **+1 TO THE ROLL** when making a Conviction Check. All other figures have **-1** and **-1 TO THE ROLL** when making a Conviction Check. Bug Creep Terrain can replace all Terrain except Obstructing Terrain.

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VERSION 1.2 BE1- MAY 2023